

ECK et al.
Serial No.: 10/805,243
Response to Office Action dated February 24, 2005

Amendments to the Claims:

Claims 1-16 (Canceled).

Claim 17 (Currently Amended): A game machine comprising:
radio circuitry configured to transmit and receive messages via a paging system;
a user interface enabling a user to provide inputs to the game machine;
a memory for storing message credits; and
a processing system operable in response to user inputs to transmit messages via
the paging system only if sufficient message credits are stored in the memory.

Claim 18 (Original): The game machine according to claim 17, wherein
the radio circuitry is provided as part of a pager cartridge that is removably attachable to
the game machine.

Claim 19 (Original): The game machine according to claim 17, wherein
the processing system decreases the number of message credits in the memory in
accordance with sizes of the transmitted messages.

Claim 20 (Original): The game machine according to claim 17, wherein
the number of message credits in the memory is increasable in response to user inputs via
the user interface.

Claim 21 (Original): The game machine according to claim 20, wherein
the user inputs for increasing the number of message credits in the memory comprise
alphanumeric inputs.

Claim 22 (Original): The game machine according to claim 21, wherein a
message based on the alphanumeric inputs is transmitted by the radio circuitry to a

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remote location for authentication of the alphanumeric inputs and the number of message credits in the memory is increased only if a authentication message is received by the radio circuitry from the remote location.

Claim 23 (Original): The game machine according to claim 17, further comprising:

a display,

wherein the processing system is operable to cause the display to display indicia indicative of the number of message credits in the memory.

Claim 24 (Original): The game machine according to claim 17, further comprising:

a display,

wherein the processing system is operable to cause the display to display reminder indicia when the number of message credits in the memory falls below a predetermined number of message credits.

Claim 25 (Original): The game machine according to claim 17, wherein the processing system is operable in response to user inputs to cause the display to display messages received by the radio circuitry.

Claim 26 (Original): The game machine according to claim 17, wherein the processing system is operable to change the number of message units stored in the memory in response to a message received by the radio circuitry.

Claim 27 (Original): The game machine according to claim 17, wherein the processing system is operable to change the number of message units stored in the memory in accordance with scanned data.

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Claim 28 (Original): The game machine according to claim 17, wherein the processing system is operable to change the number of message units stored in the memory in accordance with data read from a magnetic stripe.

Claim 29 (Currently Amended): A video game machine comprising:
radio circuitry configured to transmit and receive messages over a wireless communication network;
a user interface enabling a user to provide inputs to the video game machine;
a memory for storing message credits; and
a processing system operable in response to user inputs to transmit messages via the wireless communication network only if sufficient message credits are stored in the memory.

Claim 30-45 (Canceled).

Claim 46 (Original): A hand-held game machine, comprising:
a display;
radio frequency communication circuitry for transmitting and receiving messages over a wireless communication network; and
a processing system for executing a video game program, wherein the processing system is responsive to a received message for disabling the radio frequency communication circuitry.

Claims 47-53 (Canceled).

Claim 54 (New): The hand-held game machine according to claim 46, wherein the display comprises a touch-sensitive display screen.

Claim 55 (Currently Amended): A hand-held game machine for playing a video game, comprising:

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a touch-sensitive display;
wireless communication circuitry for transmitting and receiving messages;
a processing system for executing a video game program that generates game displays on the display;
one or more input devices supplied with inputs for instructing movement of a game character during execution of the video game program; and
a storage device for storing user-defined graphics and symbols for composing messages; and
a vibration circuit for generating vibrations when messages are received.

Claim 56 (Previously Presented): The hand-held game machine according to claim 55, wherein one or more messages are transmitted along with a persona character.

Claim 57 (Currently Amended): The hand-held game machine according to claim 55, wherein the messages comprise user-defined user-generated graphics from the storage device.

Claim 58 (Previously Presented): The hand-held game machine according to claim 55, further comprising:
a sound circuit for generating sounds when messages are received.

Claim 59 (Previously Presented): The hand-held game machine according to claim 55, further comprising:
a sound circuit for generating music when messages are received.

Claim 60 (Currently Amended): The hand-held game machine according to claim 55, wherein the transmitted messages include user-composed messages comprising user-defined user-generated graphics from the storage device.

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Claim 61 (Currently Amended): The hand-held game machine according to claim 55, wherein further comprising:

the [[a]] storage device also stores for storing standard words and phrases for composing messages.

Claim 62 (Currently Amended): The hand-held game machine according to claim 55, wherein further comprising:

the [[a]] storage device also stores for storing user-defined words and phrases for composing messages.

Claim 63 (Currently Amended): The hand-held game machine according to claim 55, wherein further comprising:

the [[a]] storage device also stores for storing standard graphics and symbols for composing messages.

Claim 64 (Canceled).

Claim 65 (Currently Amended): The hand-held game machine according to claim 55, wherein further comprising:

the [[a]] storage device also stores for storing audio pieces for composing messages.

Claim 66 (Previously Presented): The hand-held game machine according to claim 55, further comprising:

an on-screen keyboard for composing messages.

Claim 67 (Currently Amended): The hand-held game machine according to claim 55, wherein further comprising:

the [[a]] storage device also for selectively stores storing received messages.

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Claims 68 and 69 (Canceled).